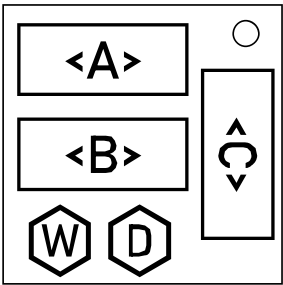


On the Subject of Widgetry

You're a widget, Harry!

See appendices A, B, C, *a*, Additional Ports, VOLT, and Two Factor for widget identification.



A Widgetry module will have three widgets and two buttons. These widgets are to be treated **for all modules** as though they are on the edge of the bomb. If this module has at least one indicator (either normal or encrypted), it is a Whatsit and the W button should be pressed to solve it. Otherwise, it is a Doodad and the D button should be pressed to solve it. An incorrect press will result in a strike.

Widget A	Widget B	Widget C
<ul style="list-style-type: none">• Two Factor	<div>Exactly one of the following:</div> <ul style="list-style-type: none">• Encrypted Indicator• Modded Port Plate• Voltage Meter	<div>Exactly one of the following:</div> <ul style="list-style-type: none">• Battery Holder• Port Plate• Indicator